

SEGA

ELECTRONIC ARTS®

ROAD RASH



FEATURES MUSIC BY:

SOUNDGARDEN

PAW • HAMMERBOX •

MONSTER MAGNET •

THERAPY? •

SWERVEDRIVER

Monkey-Do Productions and
New Level Software

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

KIDS TO ADULTS



AGES 6+



ROAD RASH™

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM. A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS OR FLASHING LIGHTS. EXPOSURE TO CERTAIN PATTERNS OR BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE PREVIOUSLY UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO HISTORY OF PRIOR SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME—DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT, OR CONVULSIONS—IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively in the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

The most successful racing/combat game for the Genesis, explodes onto the Sega CD system with more attitude and aggression than ever before! We've packed *Road Rash* with awesome 3-D animations, tons of reactive video sequences, and some of the nastiest characters you'll find this side of anywhere! And, for your parents' listening discomfort, we've thrown in 14 original songs from six of the hottest alternative bands A&M Records has to offer.

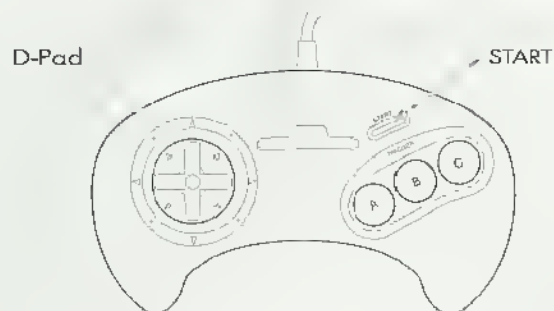
Check out the adrenaline-pumping *Road Rash* introductory sequence, then sign up and race the circuit yourself. *Road Rash* contains five all-new courses in five unique locations up and down the golden state—from the tip of the Sierra Nevada to the shores of the City by the Bay. Place in one of the top three positions on each course to advance to the next level. There are five levels in all. Qualify on each of the five courses on the fifth level to walk away with the *Road Rash* cup, the respect of your peers, and a bladder full of the bubbly stuff. ...and your parents said you'd never amount to anything!

Road Rash features include:

- Five race environments offering heart-stopping realism and all the lawless high-speed action *Road Rash* fans expect.
- In-game action digitized from real-life for fierce combat and vicious wipe-outs you can almost feel.
- Reactive opponents with individual personalities.
- Save up to seven games-in-progress to your Sega CD system's built-in memory.
- 15 killer cycles, including Nitro-equipped Super-bikes.
- Live-action video and raw, energetic music featuring Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet, and Hammerbox.



COMMAND SUMMARY



Getting Around in the Menus

Move Selection Arrow D-Pad in any direction
 Choose a Selected Item A, B, or C

Controlling your Bike

Steer Left/Right D-Pad left/right
 Brake A
 Accelerate B
 Nitrous burst (Nitro bikes only) B (Twice quickly)

Punishing your Opponents

Punch (without weapon) C
 Backhand punch C + D-Pad up
 Kick C + D-Pad down
 Grab weapon C
 Use weapon (with weapon) C

Running Back to your Bike (After a Fall)

Control running direction D-Pad in any direction
 Stop running A (Hold)

Pausing a Race

Pause/Resume START
 Change song during race C (While paused)

Quitting a Race

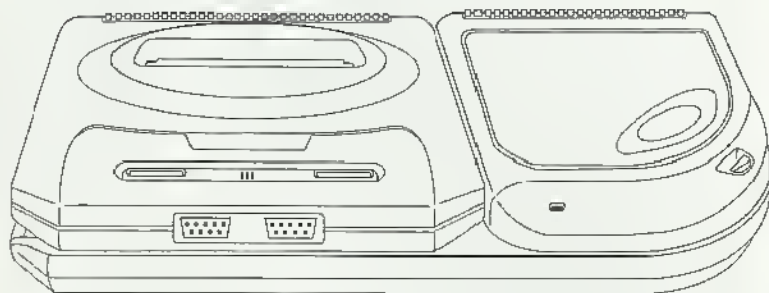
Quit/Forced Wreck A + B + C + START

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STARTING THE GAME



1. Turn ON the power switch on your Sega™ Genesis™.
2. Make sure a control pod is plugged into a port on the Genesis System.
3. Open the disc tray and place the *Road Rash*™ disc inside.
4. Press **START** to advance to the Sega and Electronic Arts® logo screens followed by the *Road Rash* introductory sequence.

LAWYER'S BLURB

We hope you find *Road Rash* as entertaining as we do.

Games are a great way to act out fantasies in a virtual environment where no one gets hurt.

The game is meant for entertainment purposes only. Events in the game and in the video are fantasy and are not meant to model reality in any way.

In the real world, if you run from the police you'll go to jail; if you fall off your bike, you might not get back up. There's only one place for racing: a closed-circuit race track. There's only one way to ride: within the limits of your abilities and with full protective gear. Use your head.

THE START-UP MENU

Hang out the Start-up menu for a while to explore your pre-race alternatives. From the Start-up menu you can select a game mode and join the Roshin' circuit with all the default game settings, or you can visit the Restroom to load a previously saved game-in-progress and tweak the options before you ride.

Start-up
Menu



Highlight

To choose *Road Rash* menu items:

1. From any *Road Rash* menu, D-Pad in any direction to highlight an option.
2. Press any button to select the highlighted item.

Thrash Mode

The stripped-down, no-frills version of *Road Rash*. Just pull on your boots, zip up your leathers, choose a track, and go!

Big Game Mode

Road Rash the way you've always dreamt it could be. Full-throttle, racing circuit action complete with veteran *Road Rash* characters, cash purse, and Olley—the most notorious bike dealer in town.

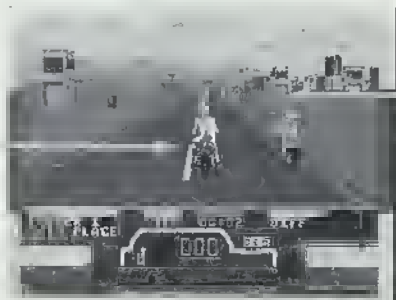
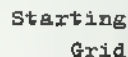
Restroom

Load a previously saved game-in-progress, adjust game options before the ride, or drop a dime in the Juke Box to sample the *Road Rash* soundtrack and groove to some video heaviness by Paw, Swervedriver, and Soundgarden.



ENTERING A RACE

If you're already chomping at the bit, check out the Command Summary on page 2 and select THRASH MODE from the Main Set-up screen. Choose a track from the Bulletin Board, then watch for the flag, open up the throttle, and smoke those losers!



Flag Girl

- To learn more about *Road Rash* before entering a race, read on.

HEY! An introductory video sequence appears before each race. You can press any button to bypass the video, but if you skip three in a row they're shut off 'til you hit the RESET button. Comprendé?

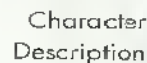
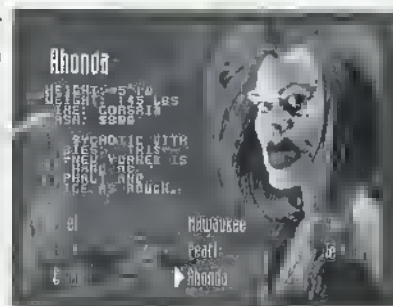
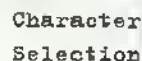
WHO'S AFRAID OF THE
BIG "BAD" GAME MODE?

Race the circuit for the *Road Rash* crown. If you place in one of the top three positions on any course, you record a qualifying run. Qualify on all five courses to move on to the next progressive level—there are five levels in all. When you've qualified on each course at the fifth level, you're named *Road Rash* champ and walk away with the cup.

- To enter Big Game mode, select **BIG GAME MODE** from the Main Set-up screen. The Character Selection screen appears.

Character Selection

Choose your alter-ego from this group of seasoned *Road Rash* dirtbags. Scroll through each character description before you make your choice. As a general rule, bigger rashers pack more power into each punch, while smaller rashers top out the speedometer more quickly.



- To scroll through character descriptions, D-Pad in any direction to highlight a character.
- To select a highlighted character, press any button. The Street appears.

- To select a highlighted character, press any button. The Street appears.

The Street



From the Street, you have access to Der Panzer Klub and Olley's Scoot-A-Rama. Olley doesn't care much for free-loaders, so if you don't have the funds to buy, hit the Klub. After you've saved up some prize money, give ol' Olley a call. (See *Olley's Scoot-A-Rama* on page 13.)

DER PANZER KLUB

Der Panzer Klub is "hame away from hame" far these miscreants. While you're at the Klub, Shmooze the other riders, step into the Restroom, or check the Buletin Baard for upcoming races.

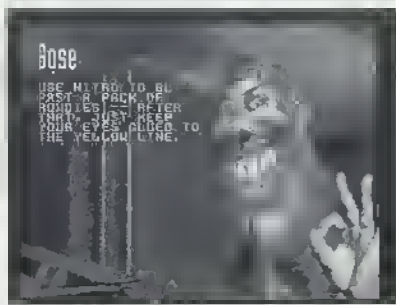
Der Panzer
Klub



Shmooze

Chat with the other rashers to get some gossip on the upcoming race. Find out who's out to get whom and see if you can gather some tips on the tracks. Don't be discouraged if everyone seems to hate your guts—it's not like these are your friends or anything!

Shmooze



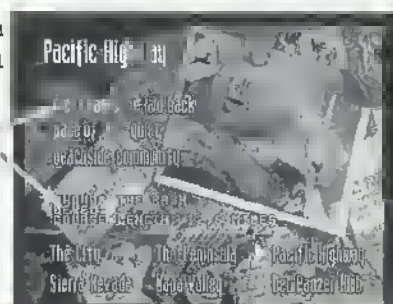
- To Shmooze the next rasher, press any button. When you've heard it all, the Der Panzer Klub menu appears.

Bulletin Board

The Bulletin Baard lists the courses on the *Road Rash* circuit. This is where you sign up for your next race. Each course is pasted along with a description, the distance, and a glimpse of the terrain. When you've qualified on a course, a checkered flag appears in the course description.

Bulletin
Board

Course
Description



THE CITY: Roar through the most beautiful city in the world, where cable cars climb halfway to the stars. As you can imagine, your most deadly obstacle in the City is the afternoon commute, so stay out of the left-hand lane! Leave your heart in the City, but try to take the rest of your vital organs with you when you go.

THE PENINSULA: Think you smell bacon? Wouldn't surprise us—the Peninsula boasts more cops than doctors and lawyers combined, and that's quite a feat for this ultra-affluent locality. Your average Rasher has a rap sheet as long as his or her arm, and you can bet the majority of it came from busts during races in the Peninsula.

PACIFIC HIGHWAY: A pleasant ride through a beachside community, not much traffic and very few pedestrians. Sounds like a piece of cake—right? Wrang! The Pacific Highway is the most demanding course on the circuit. Don't forget to tap your brakes as you lean into the turns—curves like these have brought lesser rashers to their knees.



SIERRA NEVADA: The Sierra Nevada was a lot simpler before the latest logging restrictions. These days it seems every time you stray from the asphalt you run the risk of slamming into an evergreen. The branches will cushion your blow, but the Damage Gauge is not quite as forgiving.

NAPA VALLEY: What is it about the Napa Valley that draws Sunday-drivers in droves—the wineries, the rolling hills, the history? During the early levels of the circuit, Napa Valley may be the only course where you're safer riding in the left-hand lane than in the right. It's up to you, but rear-ending grandpa can be almost as damaging as a head-on.

- To scroll through course descriptions, D-Pad in any direction to highlight a course.
- To select a highlighted course, press any button. The Street appears.
- To return to Der Panzer Klub without selecting a course, select DER PANZER KLUB.

RESTROOM

Restroom



Step into Der Ponzer Klub's Restroom to access *Road Rash* game options. Load or Save a game-in-progress, select a different Game or Player Mode, change the Player Level, adjust the Sound Mix, or sample any tune from the Juke Box. You might even catch a phone number you haven't noticed before!

- To choose a Restroom option, D-Pad **up/down** to highlight the option and press any button. The appropriate screen appears.

Load Game

In Big Game mode you can save up to seven games-in-progress. Choose **LOAD GAME** to continue any previously saved game. For information on saving games, see *Save Game* below.

To load a saved game:

- From the Load Game screen, D-Pad **up/down** to highlight a Load Game slot, then press any button. The Street appears.

Save Game

If you're in Big Game mode you can save up to seven games-in-progress to your Sega CD's built-in memory (depending upon space available). A saved game is labeled by your character's name and your current level. When all of the **EMPTY** Save Game slots are filled, you can overwrite previously saved games.

To save a game-in-progress:

- From the Save Game screen, D-Pad **up/down** to highlight a Save Game slot, then press any button to save.

HEY! Because games are saved to your Sega CD's built-in memory, you can't transfer 'em to other systems. To erase 'em use the Sega CD memory utility. Check with your Sega CD documentation for further info. Got it?

Game Mode

These are the some Game Mode options you saw at the Start-up menu—Thrash mode and Big Game mode. What happened to the Restroom option? Hey, where do you think you are now Einstein?

To select a Game Mode:

- From the Game Mode screen, D-Pad **up/down** to highlight a Game Mode, then press any button to select.



Player Mode

You can burn through *Road Rash* solo in a one player game or select TWO PLAYER mode and involve a friend in this mayhem! Two Player mode is an alternating game—players take turns facing the pack one at a time.

To select a Player Mode:

- From the Player Mode screen, D-Pad **up/down** to highlight a Player Mode, then press any button to select.

Player Level (Thrash Mode Only)

In Big Game mode you have to earn the right to race at a higher level of difficulty; in Thrash mode you can choose your own race level. There are five progressive levels. Another general rule—the higher the level, the longer the course and the tougher your opponents.

To select a Player Level:

- From the Player Level screen, D-Pad **up/down** to highlight a Player Level, then press any button to select.

HEY! Olley only deals with Big Game rashers—that's where the money is. As the levels progress in Thrash mode, we'll give you faster bikes to keep you competitive. Any questions?

Sound Mix

Take a seat at the mixing board to set the audio levels for your next race. You can adjust the Music, SFX (Sound Effects), and Engine volume from zero (huh, wadja say?) to 15 (shaddup already!).

To mix the sound:

- From the Sound Mix screen, D-Pad **up/down** to highlight a sound track, then D-Pad **left/right** to set the volume.
- When you're satisfied with the mix, press any button to confirm.

Juke Box

We combed the airwaves to pack this disc with 14 original tunes by six bands that don't suck, courtesy of A&M Records. Sample each song or check out the videos by Paw, Swervedriver, and Soundgarden.

To select a Juke Box item:

- From the Juke Box screen, D-Pad **left/right** to cycle through the Juke Box selections, then press any button to select.

Exit

When you're done foolin' with the game settings, exit the Restroom. In Big Game mode you enter Der Panzer Klub; in Thrash mode the Bulletin Board appears.

OLLEY'S SCOOT-A-RAMA

Olley's about as slimy as they come, and we wouldn't blame you if you chose not to visit his shop at all. But, truth be known, as you progress through the *Road Rash* circuit you'll need to upgrade your bike to keep competitive. The Rat Bike you start out with isn't fast enough to function as a kickstand for the Super Bikes you'll face in the later levels—and Olley's the only bike dealer in town!

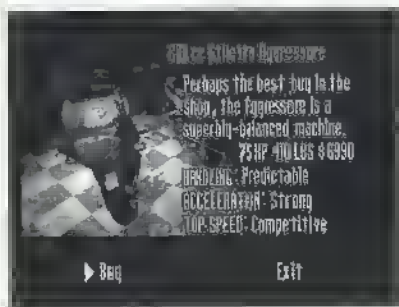
Olley's
Scoot-A-Rama



To purchase a bike:

1. From Olley's Scoot-A-Roma, D-Pad in any direction to highlight a Bike Class, then press any button to select. The Bike Class screen appears.
2. From the Bike Class screen, D-Pad in any direction to highlight the bike you're interested in purchasing, then press any button to select. Olley gives you a close-up look at the bike.
3. From the Purchase screen, D-Pad **left/right** to make your decision. Press any button to confirm.

Purchase
Screen



Rat Bikes

Rat Bikes are low-end racing machines. Unless you're riding downhill, you'll be lucky to qualify beyond level two on one of these sorry cycles!

Sport Bikes

Sport Bikes are quick! As you move into this class you'll need to adjust your riding technique. Brake into turns sooner and keep your eyes peeled for oncoming cors—decision-making time is almost nil.

Super Bikes

Step into the Super Bike showroom and you're set to bid for the *Road Rash* crown. We've taken care of the speed. All you've gotta do is learn how to survive on these crotch rockets.

CONTROLLING YOUR BIKE

If you think all you need to be successful in *Road Rash* is a black leather jacket and a Louisville Slugger™, you've never encountered a walker-wielding old lady at 120 MPH. Prepare to spend lots of quality time with the pavement while learning to control your bike.

You



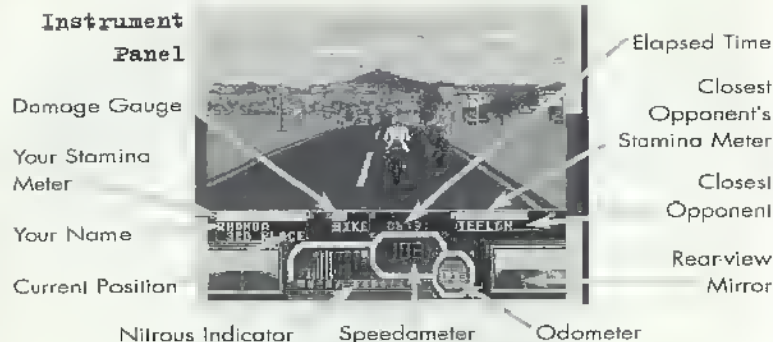
To control your bike:

- To accelerate, press and hold **B**.
- D-Pad **left/right** to weave through your opponents, navigate the turns, and avoid obstacles in the road.
- To hit the brakes, press **A**. You'll need to brake into turns and when the cops show up—well, maybe not for the cops!
- To experience a Nitrous-enhanced burst of speed, when you're riding a Nitrous-equipped bike, press **B** twice quickly and hold it down.

The Instrument Panel

Like an on-board computer, your bike's Instrument Panel keeps you up to date on the condition of your bike, the condition of your opponents, vital engine info, and more. As you purchase new bikes, the look of the Instrument Panels will change, but the overall content remains the same.





Stamina Meter

The Stamina Meter displays your endurance. Your meter begins at full strength and is reduced each time an opponent lays a blow on you. When your Stamina Meter hits zero, you hit the pavement. If you're in the thick of a battle and your meter's dwindling, back-off until you recover a bit.

Damage Gauge

The Damage Gauge keeps you aware of the condition of your bike. The gauge is decreased by each crash. Unlike the Stamina meter, the Damage gauge can not be replenished during a race—when it's gone, your bike is wrecked!

Elapsed Time

Elapsed time starts ticking when you cross the starting grid and doesn't stop until your race is over. With experience, you'll know the average time needed to finish each track in order to qualify.

Closest Opponent

During a race, your closest opponent may be in front of you, behind you, or on top of you. In any case, the Closest Opponent display shows his or her name and Stamina Meter. The color of your closest opponent's Stamina Meter indicates his or her attitude toward you. (See *Aggressive Opponents*, page 19.)

Rear-view Mirrors

Essential to any motor vehicle, the Rear-view Mirrors allow you to see who, or what, is coming up behind you. Watch for approaching opponents, cars, and cops. By positioning yourself in front of upcoming opponents, you can cut 'em off before they get a chance to pass.

Odometer

The Odometer shows how far you've traveled from the starting grid. Check the length of the course on the Bulletin Board before each race so that during a race you can glance at the Odometer and figure out exactly how much further to the finish line.

Speedometer

The Speedometer shows how fast you're moving. Every bike in *Road Rash* uses a digital Speedometer so you won't have to guess the speed. Watch how quickly the numbers go down while you're skidding along the asphalt!

Nitrous Indicator (Nitro Bikes Only)

Nitro Bikes begin each race with a pre-determined number of Nitrous-oxide charges; the number of charges is displayed by the Nitrous Indicator. Each Nitrous-oxide charge provides your bike with one Nitrous-enhanced burst of speed and diminishes the Nitrous Indicator by one.

Current Position

You start each race in 15th place. Ideally, you'll want to finish in one of the top three positions. Regardless, the Current Position indicator keeps you up to date on your current position.



PUNISHING YOUR OPPONENTS

Fightin' in *Road Rash* gives scrappier racers a chance to compete with the prima donnas of the circuit. And, speaking of Louisville Sluggers, how'd you like to see one imprinted on your closest opponent's forehead? Grab weapons and use 'em—the easiest Rashers to pass are those rolling and skidding along the pavement!



You've got the chain

To fight successfully:

- To punch, press **C** when you're near an opponent.
- To strike your opponent with a stinging backhand, press **C** + D-Pad **up**.
- To kick, press **C** + D-Pad **down**.
- To steal a weapon from an opponent, press **C** to grab as your opponent holds it out.
- To use a weapon, press **C**.

Aggressive Opponents

Keep in mind that rashers have individual personalities—each one will only take a certain amount of abuse before he or she is pushed over the edge. And remember, these characters aren't exactly stable to begin with. Keep an eye on your nearest opponent's stamina meter; the color of the meter (green, yellow, or red) indicates the Rasher's level of aggressiveness toward you.

Green

A rasher with a green stamina meter has a good relationship with you—although *friend* may be too strong a word. This rasher won't rumble with you unless you strike the first blow, and if you do, the stamina meter won't stay green for long!

Yellow

Yellow stamina meters indicate neutral opponents. A neutral opponent will try to stay clear of frivolous combat, but he or she doesn't have a problem beating you down if it means jockeying for a qualifying position.

Red

Fight or flight. An opponent with a red stamina meter is coming after you! You've got two choices—go toe-to-toe and hope to slam 'em to the pavement, or swerve to avoid 'em and hope to gawd your bike has the horsepower advantage.



END OF THE RACE

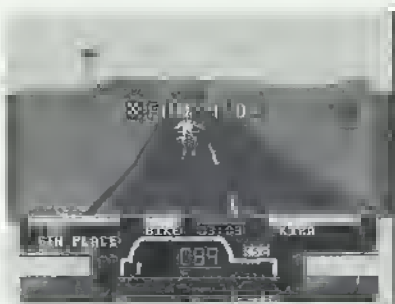
There are three ways to end your race: cross the finish-line, wreck your bike, or get busted. After each race, a reactive video sequence appears dramatizing the outcome of the race, followed by the Winner, Loser, Wrecked, or Busted screen.

- To bypass the final screen, press any button.

Crossing the Finish Line

Prize money is awarded to every rasher who crosses the finish line. But if you want to advance to the next level you'll have to do better than that. You've gotta place in one of the top three positions on all five tracks of your current level to move up a notch.

Crossing The
Finish Line



Wrecked

Bikes sustain damage with each crash severe enough to eject the rider—this is indicated by the Damage gauge on your dashboard. When your Damage gauge reaches zero, your bike is wrecked, you're out of the current race, and you must pay the repair bill. The cost of repairs is displayed on the Wrecked screen. If you don't have enough cash to cover repairs—See Ya!

Wrecked



Busted

Cops hate Road Rashers—if you don't like it, get a day job! Lay your bike down anywhere near a motorcycle cop and you'll get Busted before you finish painting the pavement red! If you get Busted, you're out of the current race and charged a stiff fine. The price of the fine is displayed on the Busted screen. If you can't come up with enough money to pay your fine—Later!

Busted



Arresting
Officer



CREDITS

GAME CREDITS

Programming: Russel Patterson, Carson Whitsett, Jr.
 Additional Programming: Dan Geisler, Warrick Holfield, Walt Stein
 Producer: Randy Breen
 Associate Producer: Steve Murray
 Art Direction: Keith Bullen
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 Track Layout and Design: Steve Murray, Jeff Glazier, Mike Lopez, Steve Motulac
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 Art Direction: Jeff Smith, Lori Washbon, Dale Horstman

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 Motorcycle Cop: Randy Breen
 Flag Girls: Noreen Dante, Lisa Higgins
 Business People: Lucy Brodshaw, Margaret Foley, Jeff Lee,
 Mork Douglas, Cyndi Hill, David Stokes
 Tourist: Andreo Smith
 Pedestrian: Emily Favors
 Old Lady: Audrey Gustafson
 Joggers: Rony Dillon, Audrey Gustafson
 Skateboarders: Dave Luoto, Nathan Walroth
 Bikers: Noreen Dante, Randy Dillon, Mork Douglas, Lisa Higgins, Dave Luoto, Andrea Smith, Jeff Smith
 Boogie Boarder: Dan Hewitt
 Beach Dwellers: Dan Hewitt, Kara Mabry
 Divers: Kara Mabry, David Stokes
 Tennis Player: Jeff Lee
 Hitchhikers: Margaret Foley, Dan Hewitt
 Caltrans: Mark Douglas, Dan Hewitt, Lisa Higgins, Dave Luoto, Jeff Lee, Andrea Smith

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 Line Producer: Larry Lauter
 Director of Photography: Robin Mortarotti
 Video Engineer: Jim Rolin
 Key Grip: Mork Otewalt
 Production Assistants: Joe Cravelli, Stefanie Wasserman
 Wardrobe/Props: Brenda Giguere
 Camera Car: Jeff Bane
 Offline Editing: Alan Babbitt, Rod Gross, Rod Swanson
 Online Assembly: Jim Spadani



VIDEO POST-PRODUCTION

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 Special Effects & Additional Online Editing: Randy Breen EA
 Director, Rad Grass Director Western Images, San Francisco
 Color Correction: Jeff Smith EA Director, Western Images, San Francisco
 Sound Effects: Murray Allen EA Director, Music Annex, San Francisco
 Music and Audio Processing: Marc Farly
 Video Processing & Compression: Eric Kornblum

VIDEO CAST

Squad Car Driver: Ron Bayer
 Motorcycle Cop: Cato Samuels
 Cop: Melissa Rogers
 Stunts: Sean P. Danahue
 Motorcycle Riders: Joel Bloom, Randy Breen, Joe Carrillo, Jeff Smith
 Race Conclusion Winners, Losers: Joel Bloom, Randy Breen, Joe Carrillo, Randy Dillon, Stacey Hayes, Audrey Gustafson, Jeff Smith, Jeff Stokol
 Trophy Presenters: Stacey Hayes, Lisa Higgins, Bill Lee, Nathan Walrath
 Delinquent Kid: Anthony Marshall
 Bottle Bully: Scott Gilliland
 Park and Run Driver: Steve Murray
 Dog Trainer: Bow Wow Productions

MUSIC CREDITS

Rusty Cage - Soundgarden
 Outshined - Soundgarden
 Music & Lyrics: Cornell; Published by You Make Me Sick I Make Music (ASCAP)
 Produced by Terry Date and Soundgarden
 (P) 1991 A&M Records, Inc.
 From the A&M cassette & CD "Badmotorfinger"
 75021 53/4 4/2

Kickstand - Soundgarden
 Lyrics: Chris Cornell
 Music: Kim Thayil
 Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP)
 Produced by Michael Beinhorn & Soundgarden
 Mixed by Brendan O'Brien
 (P) 1994 A&M Records, Inc.
 From the A&M cassette & CD "Superunknown"
 31454 0198 4/2

Superunknown - Soundgarden
 Lyrics: Chris Cornell
 Music: Kim Thayil & Chris Cornell
 Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP)
 Produced by Michael Beinhorn & Soundgarden
 Mixed by Brendan O'Brien
 (P) 1994 A&M Records, Inc.
 From the A&M cassette & CD "Superunknown"
 31454 0198 4/2



The Bridge - Paw

Written by Mark Hennessy and Grant Fitch, Published by
Dinky Tone

Music/Cyberpop Music (ASCAP)

Produced by Mr. Colson & Paw

Mixed by Andy Wallace

(P) 1993 A&M Records, Inc.

From the A&M cassette & CD "Dragline" 31454 0065 4/2

Pansy - Paw

Jessie - Paw

Written by Mark Hennessy, Grant Fitch and Peter Fitch,
Published by Dinky Tone Music/Cyberpop Music/Camel
Face Music (ASCAP)

Produced by Mr. Colson & Paw

Mixed by Andy Wallace

(P) 1993 A&M Records, Inc.

From the A&M cassette & CD "Dragline" 31454 0065 4/2

"Jessie" video (C) 1993 A&M Records, Inc.

Trip - Hammerbox

Simple Passing - Hammerbox

Written by Carrie Akre, Harris Thurmond, James Atkins &
Dave Bosch,

Published by Fot Karma Music/Blue Zephyr Music (ASCAP)

Produced by Michael Beinhorn

(P) 1993 A&M Records, Inc.

From the A&M cassette & CD "Numb" 31454 0072 4/2

Teethgrinder - Therapy?

Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan,
Published by Music Corporation of America, Inc. (BMI)

Produced and Mixed by Harvey Birrell

(P) 1992 A&M Records Ltd.

From the A&M cassette & CD "Nurse" 31454 0044 4/2

Auto Surgery - Therapy?

Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan,
Published by MCA Music Publishing, a division of MCA Inc.
(ASCAP)

Co-Produced by Chris Sheldon & Therapy?

(P) 1993 A&M Records Ltd.

From the A&M cassette & CD "Hats Off To The Insane" 31454
0139 4/2

Dinosaur Vacume - Monster Magnet

Written by David Wyndorf, Published by Songs of PolyGram
International, Inc./Bull-God Music (BMI)

Produced by Dove Wyndorf

(P) 1993 A&M Records, Inc.

From the A&M cassette & CD "Superjudge" 31454 0079 4/2

Last Train To Satansville - Swervedriver

Duel - Swervedriver

Written by Adam Franklin, Jeremy Hindmarsh & Jimmy
Hartridge, Published by EMI Music Publishing Ltd., admin. by
EMI Blackwood Music Inc. (BMI)

Produced by Alon Moulder and Swervedriver

(P) 1993 A&M Records, Inc. Licensed from Creation Records
Limited.

From the A&M cassette and CD "Mezcal Head"
31454 0129 4/2

"Duel" video (C) 1993 A&M Records, Inc. Licensed from
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cotton
thermal-knit skully.

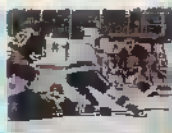
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EA SPORTS



NHL '94


NOTES ON THE CD
NHL '94 is a CD-ROM

THE SIREN IS GOING TO WAIL TONIGHT

OVER 500 MEGS of NEW FEATURES IN NHL '94 CD



Authentic NHL® Footage -

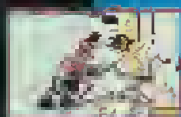
Over 200 authentic video clips of your favorite NHL stars. Watch MacInnis pound a slap shot, Belfour make that great kick save or McSorley deliver that punishing body check in full color, full motion video.

Digitized Speech - EA Sports announcer Ron Barr gives the inside line on the stars of NHL '94. Over 50 megs of CD quality sound.

CD Sound Effects -

Only the CD can deliver true Hockey sounds. Now you really hear the puck hit the goalies' pads, the sticks crushing that slap-shot or the boards shaking after that body check. It's just like being at rinkside.

Real Organ Music - Just like dropping the San Jose Sharks Organ right into your CD player - the last time you heard sound this good you were really at the game.



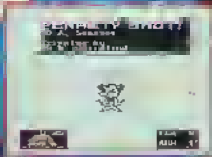
"He's got a slap shot like a howitzer. He's too fast for any of my guys. They need to get his attention. First he came through my 5 hole. Then he went top shelf. Next time he'll try that deke. Not a chance - this cage is closed for the night. Last thing I want to hear is that walling in my ears again..."

Goalie, NHL



Goalie Control
Drop a pass into to your big stick at the point and let him rocket a slap shot into the net.

Speedy Breakaway
Trip a speedy forward on a breakaway and he'll go one on one with your goalie.



Over 200 authentic full color video clips show your favorite stars in action - great goals, saves, passes and board checks.

SAME GREAT NHL '94 GENESIS FEATURES

- ✓ 4 Way Play Support
- ✓ Goalie Control
- ✓ Penalty Shots and Shootout Mode
- ✓ One-Timers
- ✓ Expansion Teams - Ducks and Panthers

NHL '94 Sega CD captures the same great gameplay as NHL '94 for the Sega Genesis and adds new sounds, digitized speech and over 200 video clips to make it the most realistic Hockey game ever created.

SEGA

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